Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1.   (Currently Amended) A game performing method for executing a ~~given~~ game by controlling movements of characters constituting a character group in a game space and by generating an image of the game space, the method comprising:

setting a plurality of sample points in the game space;

calculating positions of the ~~respective~~ characters after a prescribed time when the characters ~~keeps~~ keep a present moving situation;

calculating ~~arrival times of the characters up~~ the time for each character to reach the set plurality of sample points from the calculated positions as starting points;

recognizing areas pertaining to power of the character group wherein the power of the character group is based on the calculated ~~arrival times of the characters~~ time of each character ~~up~~ to reach ~~the respective~~ each characters' sample points; ~~and~~

controlling the movements of the characters based on their positions and/or magnitudes of power in the recognized areas in the game ~~space.~~ space; and

updating the image of the game space.

2.   (Currently Amended) The method as claimed in claim 1, wherein the ~~recognizing the areas includes recognizing the areas on~~ power of the character's group is based on the arrival times of the characters capable of arriving fastest to the ~~set~~ sample points ~~respective sampling~~.

3.   (Currently Amended) The method as claimed in claim 1, wherein ~~the~~ recognizing ~~the~~ areas includes recognizing non-power areas which the power of the character group does not reach.

4.   (Currently Amended) The method as claimed in claim 3, further comprising:

setting movement target positions ~~on~~ within the recognized non-power areas,

wherein ~~the~~ controlling the movements of the characters includes ~~performing control for~~ moving the characters to the set movement target positions.

5.   (Currently Amended) The method as claimed in claim 4, wherein ~~the setting~~ movement target positions ~~includes setting the movement target positions in the recognized non-power areas.~~ are set from recognized power areas to recognized non-power areas.

6.   (Currently Amended) The method as claimed in claim 1, further comprising:

selecting a character ~~to be an object of control among the characters constituting the~~ within a character group ~~on the~~ and controlling the movements of the character based on its ~~positions~~ position and/or the magnitudes of the recognized power areas in the game ~~space,~~ space.

~~wherein the controlling the movements of the characters includes controlling movements of the character selected as the object of the control.~~

7.   (Currently Amended) The method as claimed in claim 6,

wherein the ~~given~~ game is a ~~compete type~~ competition-type game, in which an attacking direction of the character group is previously determined, and

~~the selecting the character to be the object of the control includes selecting the character to be the object of control with consideration of the~~ the character selected to be controlled is selected in consideration of the attacking direction of the character group.

8.   (Currently Amended) The method as claimed in claim 6,

wherein the ~~given~~ game is a ball game, and

the ~~selecting the character~~ character selected to be ~~the object of the control~~ controlled ~~includes selecting the character to be the object of control with consideration of a~~ is selected in consideration of a position of a ball in the game space.

9.   (Currently Amended) The method as claimed in claim 1,

wherein the character ~~group~~ <u>groups</u> includes a first character group and a second character group,

the ~~recognizing the areas includes recognizing areas pertaining to~~ <u>the</u> power of each of the character ~~group~~ <u>groups is based</u> on the ~~arrival times~~ <u>calculated times</u> of ~~the respective~~ <u>each</u> group to reach their <u>respective</u> sample points, and

~~the controlling the movements of the characters includes:~~

controlling the movements of the characters constituting the first character group <u>based</u> on the <u>characters'</u> positions and/or the magnitudes of <u>power in</u> the recognized areas <u>wherein the recognized areas</u> ~~pertaining~~ <u>pertain</u> to the power of the second character group in the game space; and

controlling the movements of the characters constituting the second character group <u>based</u> on the <u>characters'</u> positions and/or the magnitudes of <u>power in</u> the recognized areas ~~pertaining~~ <u>wherein the recognized areas pertain</u> to the power of the first character group in the game space.

10.　　(Currently Amended) The method as claimed in claim 1,

wherein the character group includes a first character group and a second character group,

the ~~recognizing the areas includes recognizing areas pertaining to~~ power of each of the character ~~group~~ <u>groups is based</u> on the ~~arrival times of the~~ <u>calculated times of each group to reach their</u> respective sample points, and

~~the controlling the movements of the characters includes:~~

controlling the movements of the characters constituting the first character group <u>based</u> on the <u>characters'</u> positions and/or the magnitudes of <u>power in</u> the recognized areas <u>wherein the recognized areas</u> ~~pertaining~~ <u>pertain</u> to the power of the first character group in the game space; and

controlling the movements of the characters constituting the second character group based on the characters' positions and/or the magnitudes of power in the recognized areas pertaining wherein the recognized areas pertain to the power of the second character group in the game space.

11.	(Currently Amended) A storage medium having information recorded thereon, when the information is loaded onto an operating device, the information making makes the operating device execute the method as claimed in claim 1.

12.	(Currently Amended) A game apparatus for executing a given game by controlling movements of characters constituting a character group in a game space, and by generating an image of the game space, the game apparatus comprising:

a point setting section for setting a plurality of sample points in the game space;

an inertia calculation section for calculating positions of the respective characters after a prescribed time when the characters keeps keep a present moving situation;

an arrival time calculation section for calculating arrival the times of the characters up to that each character takes to reach the set plurality of sample points from the calculated positions as starting points;

an area recognition section for recognizing areas pertaining to power of the character group wherein the power of the character group is based on the calculated arrival times time of the characters up to each character to reach the respective sample points; and

a movement control section for controlling the movements of the characters based on their positions and/or magnitudes of power in the recognized areas in the game space.space; and

a generated image display section for displaying the generated the display image.

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13.   (Currently Amended) <u>A computer-executable storage medium that receives</u> <s>A</s> <u>a</u> data signal embodied in a carrier wave, comprising information used for executing the method as claimed in claim 1.

14.   (Currently Amended) <u>A computer-readable storage medium that stores</u> <s>A</s> <u>a</u> program, <u>wherein</u> when the program is loaded onto an operating device, the program making the operating device execute the method as claimed in claim 1.